CMPT481 Low-Fidelity Report

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FUNCTIONALITY

Our app is designed to help users keep track of where they are spending their money and how they can better allocate their resources. It does this by providing two functions; the ability to enter expenses and the ability to view past spending. Our goal was to simplify the use of these functions as much as possible to encourage their use.

When entering an expense the user need only enter the category of the expense and its cost, the date of the expense is inferred unless otherwise specified. To observe their past expenses the user may view charts representing their spending in each category over specific time ranges (month, week, etc.).

PROTOTYPE

Overview

Our Prototype shows the simple interface that we designed to get users to input there expenses more often. Since we are using a web application for our software we designed both a mobile and a desktop interface. In both of the interfaces we have two different pages. The first is a Settings page, this allows the user to set the categories and their budget. The main page of our application shows the data on spending in different categories using colour coded graphs where each category has gets a colour. When a user wishes to add a new expense they click the plus sign in the top left corner and a menu will pop out. In this menu they will pick a category and enter the expense rounded to the nearest dollar. This interface will allow for users to easily enter and track there spending.

Reflections

Creating the Low-fidelity prototype went well for out group. Before we met to start working on our final prototype we each came up with different ideas and layouts for the final product. When we met we took our favourite ideas from each others sketches and put them together well making slight changes to the ideas here and there. We had both fully fleshed out idea's from each other as well as sketches of different ideas. In total probably 10 idea where thrown around before we settled on out final design. We spent about 2 hours working on our design combining all the ideas that we had come up with.

USABILITY INSPECTION

Inspection Method

We chose to perform a Cognitive Walkthrough inspection of our prototype because the use of our application is primarily task-based.

Task Examples

- Enter a $200 weekly budget into settings screen, setting names for categories and assigning any limits they wish to have.
- As a user, you have just purchased a pack of gum, enter it as an expense in the application.
- View expenses in the food category over previous month.

Method

The inspection was conducted by our three group members, each of us worked through one of the given tasks. We tried our best to approach the task as a new user. Another group members controlled the prototypes as the user explained their intent. This also helped us to determine disparities in how we expected the application to behave. The third group member took notes on issues or confusion that were encountered throughout the tasks.

Results

REDESIGN

General Changes

- Text fields look like buttons
- Could be confusing to have both Submit and Save buttons on Settings screen
- Budget screen does not clarify scope of the budget (weekly, monthly, etc.)
- Add a cancel button on the settings page to ignore any changes.

Mobile

- Text fields look like buttons
- Could be confusing to have both Submit and Save buttons on Settings screen
- Budget screen does not clarify scope of the budget (weekly, monthly, etc.)
- Add a cancel button on the settings page to ignore any changes.

Desktop

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